This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1.   (Currently Amended) A method for matching users over a network in an online gaming environment, the method comprising steps of:

entering a user into a first online game <u>available over the network</u>;

receiving from the user <u>by way of the network</u> at least one response to at least one query to the user about the first online game experience following completion of the first online game by the user;

determining a play style parameter of a requesting user based on the at least one response<u>, the determined play style parameter for being employed to connect the requesting user to a second online game available over the network, the second game being different from the first online game</u>; and

connecting the requesting user to [[a]] <u>the</u> second online game based at least in part on the determined play style parameter;

the connecting being based at least in part on a collaborative filtering method that aids the requesting user in the selection of the second online game based upon evaluations of the second online game made by other users.

2.   (Original) The method of claim 1, wherein the determining step comprises the steps of:

receiving a profile of the requesting user; and

identifying the play style parameter of the requesting user in the profile.

3.   (Previously Presented) The method of claim 1, wherein the connecting step includes the step of determining whether the determined play style parameter matches a play style parameter requirement for the second online game.

4.   (Previously Presented) The method of claim 1, further comprising the steps of:

providing a list of online games with a play style parameter requirement that matches the determined play style parameter of the requesting user; and

receiving a selection signal representative of the second online game from the list of online games.

5.   (Original) The method of claim 1, wherein the determining step comprises the steps of:

providing a list of play style parameters; and

receiving a selection signal representative of the play style parameter from the list of play style parameters.

6.   (Original) The method of claim 1, further comprising the steps of:

receiving a request to initiate a matchmaking service for the requesting user;

receiving identification data of the requesting user; and

retrieving a profile of the requesting user.

7.   (Original) The method of claim 1, wherein the play style parameter comprises one of: a competitive parameter, a profanity parameter, a trash talking parameter, and an aggressiveness parameter.

8.   (Original) The method of claim 1, further comprising the steps of:

determining whether a profile exists for the requesting user; and

loading the existing profile of the requesting user.

9.   (Original) The method of claim 1, further comprising the steps of:

determining whether to create a new profile of the requesting user; and

creating the new profile of the requesting user.

10.   (Original) The method of claim 9, wherein the step of creating the new profile comprises the steps of:

receiving at least one parameter for the requesting user; and

storing the at least one parameter in the new profile.

11.   (Original) The method of claim 10, wherein the at least one parameter includes the play style parameter of the requesting user.

12.   (Previously Presented) The method of claim 1, further comprising the steps of:

receiving a request to host the second online game;

receiving at least one parameter requirement for the second online game, the at least one parameter requirement includes a play style parameter requirement; and

determining whether the play style parameter of the requesting user matches the at least one parameter requirement for the second online game.

13.   (Original) The method of claim 1, further comprising the steps of:

determining whether a profile of the requesting user is to be modified; and

modifying the profile of the requesting user.

14.   (Original) The method of claim 13, wherein the step of determining whether the profile of the requesting user is to be modified includes a step of receiving data from a collaborative filtering process.

15.   (Canceled)

16.   (Currently Amended) A computer-readable medium having computer-executable instructions for matching users over a network in an online gaming environment, the method comprising steps of:

entering a user into a first online game <u>available over the network</u>;

receiving from the user <u>by way of the network</u> at least one response to at least one query to the user about the first online game experience following completion of the first online game;

determining a play style parameter of a requesting user based on the at least one response, <u>the determined play style parameter for being employed to connect the requesting user to a second online game available over the network, the second game being different from the first online game</u>; and

connecting the requesting user to [[a]] <u>the</u> second online game based at least in part on the determined play style parameter and on a collaborative filtering method that aids the requesting user in the selection of the second online game based upon evaluations of the second online game made by other users.

17.   (Previously Presented) The computer-readable medium of claim 16, the method further comprising steps of:

receiving a request to host the second online game;

receiving at least one parameter requirement for the second online game, the at least one parameter requirement includes a play style parameter requirement; and

determining whether the play style parameter of the requesting user matches the at least one parameter requirement for the second online game.

18.   (Currently Amended) A matchmaking system for matching users over a network in an online gaming environment, the matchmaking system comprising:

a matchmaking server configured to connect a user to a first online game <u>available over the network</u>, to receive from the user <u>by way of the network</u> at least one response to at least one query to the user about the first online game experience following completion of the first online game, to determine a play style parameter of a requesting user based on the at least one response, <u>the determined play style parameter for being employed to connect the requesting user to a second online game available over the network, the second game being different from the first</u>

online game, and to connect the requesting user to [[a]] the second online game based at least in part upon the determined play style parameter of the requesting user and on a collaborative filtering method that aids the requesting user in the selection of the second online game based upon evaluations of the second online game made by other users; and

a database configured to store a profile of the requesting user, the profile including the play style parameter of the requesting user.

19. (Canceled)

20. (Original) The matchmaking system of claim 18, further comprising a computer configured to process data based upon a collaborative filtering process.

21. (Original) The matchmaking system of claim 20, wherein the matchmaking server includes the computer.

22. (Original) The matchmaking system of claim 20, wherein the computer is further configured to modify the profile of the requesting user responsive to the processed data.

23. (Original) The matchmaking system of claim 18, wherein the play style parameter of the requesting user comprises one of: aggressiveness, playing likeability, enacting the role, and trash talking.

24. (Previously Presented) The matchmaking system of claim 18, wherein the play style parameter comprises one of: technical capability and general skill level.

25. (Original) The matchmaking system of claim 18, wherein the play style parameter of the requesting user is associated with a particular online game.

26.   (Currently Amended) A method for matching a first player with a second player over a network in an online gaming environment, the method comprising steps of:

entering a user into a first online game available over the network;

receiving from the user by way of the network at least one response to at least one query to the user about the first online game experience following completion of the first online game;

storing the at least one response in a database;

receiving a request to initiate a matchmaking service for the first player;

receiving identification data of the first player;

retrieving a profile of the first player;

determining a play style parameter of the first player based on the at least one response, the determined play style parameter for being employed to connect the requesting user to a second online game available over the network, the second game being different from the first online game;

applying a collaborative filtering method that aids the requesting user in the selection of the second online game based upon evaluations of the second online game made by other users; and

connecting the first player and the second player to [[a]] the second online game based at least in part on the determined play style parameter.

27.   (Previously Presented) The method of claim 26, wherein the step of determining includes the step of determining a likelihood of whether the second player is a good match for the first player.

28.   (Previously Presented) The method of claim 27, wherein the step of determining further includes the step of determining a likelihood of whether the first player is a good match for the second player.

29-32 (Canceled)

33.   (Previously Presented) The method of claim 26, wherein the step of determining is based at least in part upon a play style parameter of the second player.

34.   (Previously Presented) The method of claim 26, wherein the step of determining is based at least in part upon data representative of a previous response of the second player.

35.   (Previously Presented) The method of claim 26, wherein the step of determining is based at least in part upon the data representative of a previous response of a third player.

36.   (Original) The method of claim 35, wherein the previous response is an evaluation of the second player.

37.   (Previously Presented) The method of claim 35, wherein the previous response is an evaluation of the second online game.

38.   (Previously Presented) The method of claim 26, wherein the step of determining is based upon an evaluation of the first player made by others following a previous online game.

39.   (Previously Presented) The method of claim 1, wherein the at least one query includes a question as to whether the user enjoyed playing the first online game.

40.   (Previously Presented) The method of claim 1, wherein the user is the requesting user.

41.   (Previously Presented) The method of claim 1, wherein the first online game is a multi-player game including the user and at least one other player and wherein the at least one

query includes a question as to whether the user enjoyed playing the at least one other player in the first online game.

42.   (Previously Presented) The method of claim 41, wherein the at least one query includes a question as to whether the user enjoyed playing the first online game.